

# Lone Wolf Club Newsletters

## Newsletter #12

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

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### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Daniel Hulse** – providing scans two pages previously missing from this document.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



## Newsletter No. 12

The second adventure in the Freeway Warrior series—

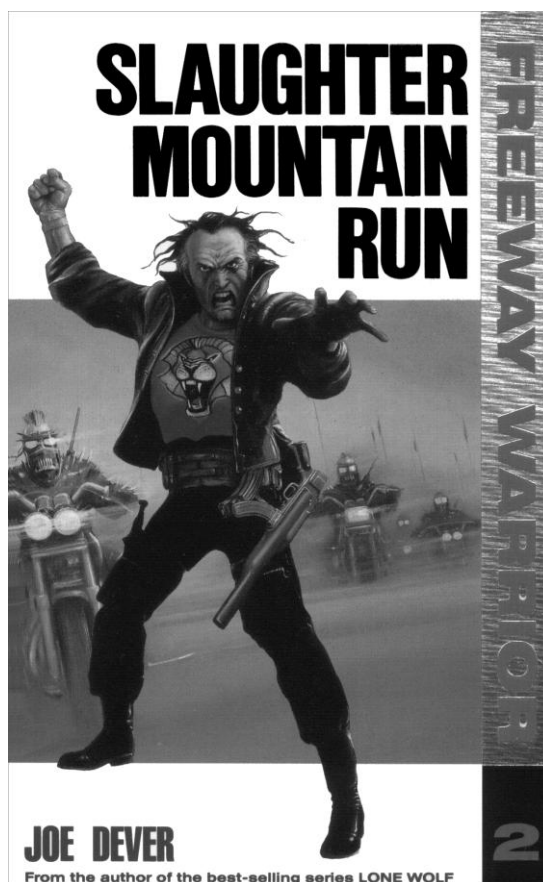
### “Slaughter Mountain Run”

—is published in December 1988. Signed copies of this exciting sequel to *Highway Holocaust* can be ordered (post free to UK members) using the priority order form on page 10.

Also in this issue we preview the first of the **Legends of Lone Wolf** novels entitled—

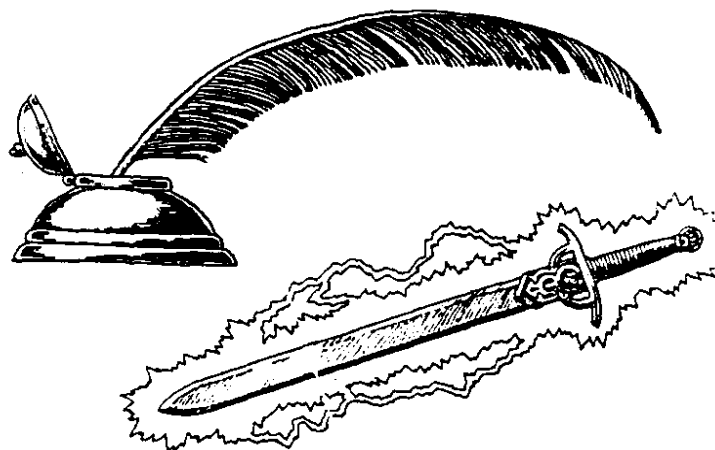
‘Eclipse of the Kai’

See pages 8/9 for further details.



# Monastery Mailbag

A SELECTION OF LETTERS FROM  
LONE WOLF FANS



**If the Darklords physically disintegrate outside the Darklands after too long, how come Darklord Haakon survived his visit to Vassagonia?**

(Ruari Armstrong, Powys)

Haakon's Nadziranim, his personal magicians, made for him a special helmet to enable him to breathe the air of Vassagonia. Normal air is poisonous to all Darklords, the oxygen content being the main cause of their disintegration. Haakon's helmet was featured on the first edition covers of 'Shadow on the Sand', and is also to be seen on page 31 of the Magnamund Companion.

\*\*\*\*\*

**In 'Flight from the Dark' Banedon says he started on his quest with two companions, but in 'Dawn of the Darklords' it says he travelled alone. Which is right?**

(Charles Robinson, East Sussex)

In fact, both statements are correct. Banedon set out from Toran alone on his quest to deliver the Guildmaster's warning to the Kai. But, during his ride, he joined up with the two Sommlending children, Daron and Thelda. These were the companions he mentioned in 'Flight from the Dark'.

\*\*\*\*\*

**In 'The Masters of Darkness' ref. 57, you use the Sommerswerd. From there to 75 you are told to go to 240 if you kill Kraagenskûl—not 318, which means a certain (and scary!) death. Is this a mistake or what?**

(Malcolm Fraser, Newcastle)

Although the Sommerswerd has been drawn and used within the Darklands, you were able to use it to destroy Kraagenskûl before he could make use of the communicator to inform Gnaag of your presence. The port of Argazad is on the fringe of the Darklands and, because of its remote location, your unsheathing of the Sommerswerd did not directly alert Gnaag in Helgedad. The Sommerswerd combat with Kraagenskûl was true to Rimoah's warning (ref: 282); it did alert him to your presence and betrayed your true identity.

\*\*\*\*\*

**On the Isle of Ghosts, where Lone Wolf witnesses a repeat of history, why did Roark and the druids return here specifically?**

(Paul Fox, Dublin)

Of all the unholy shrines hidden throughout Magnamund, the Demonlord Tagazin could only be summoned to the altar located deep in this ancient Eruan forest temple.

\*\*\*\*\*

\*\*\*\*\*  
**If you find a new Backpack in one of the adventures, can you use it to hold an additional eight items as well as those you already have?**

(Alan Hogan, Tipperary, Eire)

Realistically, you can only wear one Backpack at a time, and carry a maximum of eight Backpack Items (Special Items not included). Carrying two Backpacks, and sixteen Back-pack Items, would make close combat very difficult indeed, even for a Kai Master. (Note: This aspect of the Lone Wolf rules influenced the progressive encumbrance rule of the Freeway Warrior series.)

\*\*\*\*\*

**What happened to 'Darkflame', the sword belonging to Darklord Gnaag?**

(Iain MacInnes, Glasgow)

Gnaag's sword, Nadazgada, was consumed by the flames of Helgedad when the city-fortress exploded and fell into the Lake of Blood, as described at the end of 'The Masters of Darkness'.

\*\*\*\*\*

**What happened to Naar after the defeat of his Darklords?**

(Simon Martinez, Liverpool)

I'm afraid you'll have to wait for the release of the first Lone Wolf Grand Master gamebook to find out. All I can say is that I assure you it will be worth the wait! [Joe Dever]

\*\*\*\*\*



IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR  
COMMENTS ABOUT THE LONE WOLF SERIES,  
SEND THEM TO: LONE WOLF CLUB

BEAVER BOOKS  
BROOKMOUNT HOUSE  
62-65 CHANDOS PLACE  
COVENT GARDEN  
LONDON WC2N 4NW



# The Companion Postscript

## The Primitive / Drodarin Nations



### THE KINGDOM OF BODEN

**Ruler:** King Lomaer II  
**Capital:** Anarin  
**Population:** 120,000+  
**Resources:** Iron ore, bronin, gold, silver, rare metals, rare minerals, agriculture, fish  
**Currency:** Ain (1 Ain = 1 Gold Crown)

The surviving Dwarves of southern Magnamund, known in some lands as the Droda, settled in the Boden Peaks following the destruction of their kin during the great plague of 2514 MS. Unlike their cousins in Bor, they chose to build castle-fortresses in the steep-sided mountain valleys of their kingdom, rather than mining and tunnelling underground. A strong alliance exists with the giants of Starn, and the Droda have grown very rich from trade along the Tentarias.

### THE ICY WASTES OF KALTE

**Ruler:** Brumalmarc Kzu'tooa  
**Capital:** Ljuk  
**Population:** 6000  
**Resources:** Furs  
**Currency:** Gold Crown (Ljuk only)

The Icy Wastes of Kalte are controlled by a warlike race of nomads called Ice Barbarians. Their only contact with the rest of Magnamund is through the trading post of Ljuk. Their ruler [MS 5050], the Brumalmarc Kzu'tooa, reigns over his snowy domain from the ice fortress of Ikaya, formerly a Shianti fortress built during the Age of Awakening.

### THE CLOUD-REALM OF THE AZANAM

**Ruler:** King Okosa  
**Capital:** None  
**Population:** 12,000  
**Resources:** Rare herbs, rare minerals, timber, spices  
**Currency:** None

The peninsula of this humid rain forest remained unexplored for many ages due to the natural hostility and inaccessibility of the land, and the ferocity of its primitive peoples—the Kazan Islanders. Following the destruction of Lara in MS 4663, the Kundi Tribe fled to the Azanam and took refuge here, building their new kingdom in the tops of the massive Azawood trees.

### THE BURNTLANDS OF LARA

**Ruler:** Shasarak the Wytch-king  
**Capital:** None  
**Population:** 2000+  
**Resources:** Sparse agriculture  
**Currency:** Noble (1 Noble = 1 Gold Crown)

Prior to the coming of the Shadaki, Lara was the realm of the primitive Kundi Tribe who inhabited its lush mountain forests. But in the year MS 4663, the forests were burnt to the ground by order of Shasarak the Wytch-king, in retribution for the guerrilla warfare waged by the Kundi upon his Shadakine armies. Following the destruction of their home, the Kundi disappeared, but later reappeared in the jungles of the Azanam. Lara is now a desolate land populated by a few settlers from Shadaki who farm its scorched hills.

### THE DARK FOREST OF FERNMOST

**Ruler:** None  
**Capital:** None  
**Population:** Doubtful  
**Resources:** Rare herbs, rare flora, rare timbers  
**Currency:** None

This large forest was formerly part of Taklakot until the destruction of that kingdom in MS 3280. Fernmost has since been cloaked in mystery for it survived the devastation of the Great Blast, yet its trees changed and mutated in extraordinary ways. Strange creatures and tales of vast treasure vaults beneath the blood-red soil have tempted the adventurous to their doom. It is said that no person who has ever entered Fernmost has returned sane in mind after their experiences there.

### THE WILDERLANDS OF KAUM

**Ruler:** Unknown  
**Capital:** None  
**Population:** 1000+  
**Resources:** Silver, gems, rare metals, rare herbs  
**Currency:** None

Reputedly still a stronghold of the Cenerese Druids, these mountainous wilderlands have posed a continual threat to the stability and security of neighbouring states. In particular, Halia and Lunaria have suffered persistent attacks from black-skinned giants who use evil herb-sorcery (tell-tale hallmark of the Cenerese) to devastating effect. Many human settlers have been kidnapped by these giants, and all retaliation has so far proved fruitless, for the mountains of Kaum are a formidable natural stronghold.

# News from the Monastery

1989 looks set to be a memorable year for Lone Wolf fans. The first two novels in the 'Legends of Lone Wolf' series have now been written, and both are scheduled for publication on June 6<sup>th</sup>. Book One is entitled 'Eclipse of the Kai' (see the special preview of chapter one on pages 8 and 9 of this newsletter!) and Book Two is called 'The Dark Door Opens'. The Lone Wolf computer games mentioned in Newsletter No. 9 have subsequently been rescheduled by the producers, Supersoft Ltd., to coincide with the release of the novels. Extra versions are being prepared to cater for several different models of computer, details of which shall appear in this column early next year.

Since publication of 'The Masters of Darkness', Beaver Books and Joe Dever have been swamped with letters from Lone Wolf fans worldwide. Without exception, all of the have urged Joe to continue the saga by writing Lone Wolf's adventures as a Kai Grand Master. Joe is delighted to announce that, in response to your letters and pleas, work on the Grand Master series has been brought forward. He has recently completed the fourth and final Freeway Warrior book, entitled 'California Countdown', and has signed contracts for the first four books in the Grand Master series (Lone Wolf Books 13-16). Work on the series begins in January, with the first Grand Master gamebook set for publication just before Christmas 1989.

Look out for the December issue of GM (No. 4)—the only independent professional fantasy role-playing magazine currently available. Joe Dever has created a special Lone Wolf solo adventure competition called 'The Battle of Cetza'. It is based on the battlefield conflict portrayed in Lone Wolf Book 10: 'The Dungeons of Torgar'. The four winners of the competition will get to visit Joe at his home and spend a day commanding a vast army in a specially devised fantasy battle. The two opposing army commanders will be Paul Boughton and Wayne, associate editors of GM. In addition to the battle, the winners will each receive Lone Wolf T-shirts, a meal, souvenir photos of the battle, and they'll see the whole event featured in the March '89 issue of GM. (In case of difficulty, GM No. 4 can be purchased by mail. For details, contact GM on 01-278-0333.)

Back issues of early Club Newsletters have recently been reprinted in response to requests from members who want to complete their newsletter collection. The following editions, in chronological order, are now available:

- Newsletter 1
- Newsletter 2
- 1985 New Year Special
- Newsletter 3
- Summer Special 1985
- Newsletter 4
- 1986 New Year's Special
- Newsletter 5
- Summer Special 1986
- Newsletter 6
- Newsletter 7
- 1987 New Year's Special
- Newsletter 8
- Summer Special 1987
- Newsletter 9
- Newsletter 10
- Newsletter 11

Each back issue costs 0.80p and includes postage & packing to addresses within the UK. Overseas members should add 0.35p per issue to cover airmail costs (all funds in sterling, please).

Send your back issue orders to:

LONE WOLF CLUB, Newsletter Back Issues, C/o: Beaver Books, 62-65 Chandos Place, London, WC2N 4NW

Joe Dever and John Grant are currently working on the third Lone Wolf novel entitled 'The Sword of the Sun'. Those fortunate few who have read the manuscripts of the first two novels have been unstinting in their praise, comparing them to the very best works of established science fantasy fiction. To whet your appetites, we shall be printing in the Club Newsletter further extracts from 'Eclipse of the Kai' prior to its publication next June. And now, to serve as an introduction to the 'new boy' on the Lone Wolf team, here is a short biography of 'Legends . . .' co-writer John Grant:

JOHN GRANT was born in 1949 in Aberdeen, Scotland. He now lives in Exeter. Having studied maths, physics and astronomy at London University, it was only natural that he should opt for a career in the arts [!], dividing his time between acting as an editor for various publishing companies and being one of the world's least successful rock singer-songwriters! In recent years, he has concentrated his efforts on editing and writing. His dozen or so books include *The Dictionary of Possibilities* (with Colin Wilson), *Dreamers*, *The Depths of Cricket*, *Earthdoom* (with Dave Langford), and the vast *Encyclopedia of Walt Disney's Animated Characters*. He has also written countless articles, reviews, poems, short stories, parodies and humorous features, as well as appearing frequently on radio. His main interests are cricket and fantasy / science fiction. During the summer, when not writing, he bowls dangerously for a local Devon cricket club. He is married to the artist Catherine Stewart and they have a daughter.



Look out for Book Three in the Freeway Warrior series, entitled 'The Omega Zone' which is due for publication in May 1989. Also, watch for a Freeway Warrior computer game set for release around Christmas next year. More news next ish . . .

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: ALAN HOGAN  
Age: 13  
Address: Eire  
Hobbies: Lone Wolf, FF, Way of the Tiger, soccer, ninja films, miniature figurines.  
Would like a boy pen-pal aged 12–13 with similar interests.

Name: SCOTT CARTER  
Age: 12  
Address: England  
Hobbies: Reading, Lone Wolf, writing stories, computers (Electron) watching TV, Grey Star.  
Would like a pen-pal, boy or girl, aged 11–13 with similar interests. Promises to answer all genuine enquiries.

Name: DANIEL BESSER  
Age: 12  
Address: England  
Hobbies: Reading, computers (C64), & RPGs.  
Would like a pen-pal who wants to exchange computer games and / or RPGs.

Name: JAMIE DAVIES  
Age: 12  
Address: Scotland  
Hobbies: Sport (especially football) & computers.  
Would like an American pen-pal, preferably female, aged 11–13.

Name: SIMON BLACKBURN  
Age: 12  
Address: England  
Hobbies: Lone Wolf, Grey Star, Rambo, horror books, FF, films & Grey Star.  
Would like a pen-pal aged 11–13, boy / girl, with similar interests.

Name: SEAN KANE  
Age: 16  
Address: USA  
Hobbies: Lone Wolf, Traveller, ElfQuest, Hitchhiker's Guide to the Galaxy, Apple computers.  
Would like a pen-pal, boy or girl, who shares some of his interests.

## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

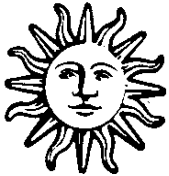
.....

Fill in this form in BLOCK CAPITALS please, and send it to:  
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

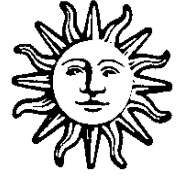
## KAI STORY COMPETITION

. . . which originally featured in Club Newsletter No. 9. (For full details of the other category winners of this competition, see the results listing on page 11.)



### THE GRAND MASTER WHO THOUGHT HE WAS 'KOURA-TAS-KAI'

By MATTHEW TILLER [aged 9]



Two years before the Great Khordaim War, there lived a Kai warrior who reached the rank of Grand Master at half the expected age, and was congratulated for his progress. So he believed himself to be the 'Koura-tas-kai', the 'son of the sun'.

It was foretold that Kor-skarn should find the *Book of the Magnakai*. So the warrior boarded a ship, taking with him many provisions. During the voyage his ship was blown off course, and he was driven northwestwards, towards the Dajdokritzaga harbour.

He landed in the harbour, though it was strangely silent. Nothing stirred; only seaweed floated on the surface of the black water, and an occasional fish could be seen. He looked up at Vashna's cruel flag and he was chilled to the bone, for this strange silence was far worse than the call of the Zlanbeast, or ghoulish Helghast, or even seeing Zagarna himself.

Slowly he climbed the mountains beyond until a Zlanbeast called overhead. He cowered behind a boulder, watching the Zlanbeast as it blotted out the sun. Its wingspan was vast, its curved beak poised to slay the unwary traveller. The warrior waited until the Zlanbeast had departed, then he began again his long climb. Many times he saw Kraan and Zlanbeast, and many times he was forced to hide.

Then he saw Helghasts. He tried to hide but it was too late. They had seen him. He rose and ran up the mountain. The Helghasts were joined by Xaghash who swung their axes and crushed boulders to dust. More came and formed a circle around the base of the mountain. Up he climbed, but the Xaghash climbed faster. Helghasts came in on all sides. Then the black post of a Zlanbeast's leg appeared before him, and above him its talons reached down to grasp his body.

And suddenly he was in the sky, flying towards the very top of the mountain. He was placed carefully on the summit and then he noticed for the first time that the Zlanbeast had a rider.

"Let us return to Helgedad! Darklord Zagarna will be pleased," sneered the Vordak. And then all the creatures departed.

The warrior stood on the peak, bewildered. Why should a party of Zagarna's creatures, led by a Vordak, chase him up this mountain, catch him, leave him here and then return to Helgedad? Then his attention was caught by a nearby boulder, for around it was tied a rope. The other end of the rope was tied to a basket. In the basket was a book. It was the *Book of the Magnakai*.

He pulled the basket up and opened the book. He read—

*"The Truth of Sun Eagle"*

*I, Sun Eagle, have been working with the Darklords for all my existence. The Kai Monastery I built for the Sommlending to learn much, and to teach the Darklords. Kor-skarn will read this writing and he will go to the Darklords to learn what he must tell the Sommlending to make them see sense. I have helped by writing of Helgedad in this book—the *Book of the Magnakai*.*

Sun Eagle





The noble Kai warrior took the book and climbed down the mountainside. The sight of the harbour no longer chilled him. He took down the sail which bore the Sommlending banner and put up the cruel moon of Vashna to blow in the wind.

When the ship neared his home harbour he realized his folly. He tied himself to the mast. Many came aboard bearing weapons. He pretended that he had been seized by Vordaks who had tied him up before they left the ship. The truth he told only to his brother, a Kai Lord who had reached the rank of Mentora.

"You will gain nothing by going to Helgedad," said his brother. "It is a dangerous journey. Stay in the monastery and practice your skills."

But the warrior did not heed his brother. He stole a Warhammer and a shield from the armoury and travelled to Helgedad.

The Durncrag Mountains are a terrible sight by day, but worse still by the light of the moon. No Sommlending has dared to go there alone when the sun in not in the sky. Shadows . . .

Once, a Zlanbeast passed overhead. The warrior shook. This night there was no moon in the sky and he could not see the fearsome Zlanbeast . . . but he could sense it. Then bats flitted about. He saw eyes, too small for Giaks; too evil for Drakkarim.

"Have you got the trust of the Sommlending?" hissed the Vordaks. They carried ropes in their bony hands and morning-stars that glowed evilly in the darkness.

"Yes," muttered the noble warrior.

"And you have told them the true contents of the *Book of the Magnakai*?"

"N-no . . . I haven't," stammered the warrior.

"You haven't!" they hissed.

Then the warrior fell asleep.

When he awoke he was in a tavern, but a very unusual tavern. There were no tables or seats, and Vordaks, Giaks, Xaghash, Helghasts, Zlanbeasts, Crypt Spawn and Kraan were all about, standing, leaning, drinking, belching and breaking plates. Then the warrior noticed another creature, a truly hideous one. For how else could you describe Darklord Zagarna?!

He stood there, regarding the Grand Master.

"Kor-skarn!" he hissed, "you have not followed the advice of Sun Eagle." The man from Sommerlund backed away. His mind was in two parts, each fighting to gain control. One part said: '*RUN! IT'S ALL A TRICK!*'; the other part said: '*STAY, THE KOURA-TAS-KAI WERE TRULY BORN TO HELP THE DARKLORDS—DO SO!*' And worse still, for this Sommlending warrior, both parts seemed to be offering hope to his people.

Finally, it was too much for him. He fled the tavern and he was pursued. On and on he ran until he found himself in Dajdokritzaga harbour. He sprang aboard his ship, set sail and was caught by a wind which blew him south eastwards. Soon he was in Sommerlund and he had successfully escaped from the creatures of Helgedad.

He told no one of his adventure, nor that he was Kor-skarn. And so it continued that way until one day . . .

There were shouts in the monastery: 'The Elder Magi are coming!' And these shouts were true. They announced: "We should like to congratulate Jac Fariim for going to Helgedad, and for the great bravery he showed in Dajdokritzaga harbour." The Grand Master gasped, for that was . . . *his name!*

"I know what you must be thinking," said the leader of the Elder Magi. "You are not Kor-skarn and neither did you find the real *Book of the Magnakai*."

"I did!" replied Jac, indignantly.

"The book you found was written by Helghasts. It was made to look old by Helghasts before they put it on the mountain. You were shepherded there by Vordaks and the other foul creatures so that you would find it, read it, and then help Zagarna. Fortunately his plan did not work."

A feast was held, but it was for Jac, rather than for the Elder Magi for whom it had originally been intended. And so ends the story of the Grand Master—the Grand Master who thought he was Kor-skarn!





# ECLIPSE OF THE KAI

Joe Dever and John Grant

'Fool!'

The Guildmaster did not flinch. White-haired and white-bearded he sat almost nonchalantly on his gilt throne and looked at Vonotar with tranquil blue eyes.

The lack of response infuriated the magician. 'Incompetent!' he cried. 'Dotard!'

The Guildmaster stirred in his seat. When his words came they did so unwillingly. 'Vonotar,' he said, his voice rusty, 'we have had this argument many times before. The Brotherhood of the Crystal Star is devoted to the left-hand path of magic, to countering the forces of Evil, to assisting the noble Gods Kai and Ishir, to—'

Vonotar spat. He was a tall, handsome man with a neatly trimmed black beard and a proud aquiline nose. His grey eyes flickered with fury.

'You churn out all the old nonsense, you doddering old fool,' he snapped. 'Our Brotherhood was initiated for one reason only: the attainment of power! You and your predecessors have led us away from our true imperative. What are we now?' He swept his arm impressively to indicate the gathering of the Brotherhood's Elders, who were listening in shocked silence. Even the Guildmaster silently admitted that they were not a prepossessing collection: male or female, they betrayed all too visibly the signs of advanced age and mental moribundity.

Before the Guildmaster could respond, Vonotar spoke again, his voice as sharply edged as a Giak sword. 'Yes, I know what you're thinking, Guildmaster. This collection of antiques ... what are they? They're people who have ascended to the councilship of our Brotherhood simply because they're old. Never have they asked a question; never have they tried to suggest that the role of our Brotherhood should be *thought* about. They are ... they are ... aged *nothings*!'

The hall of Toran's Guild of Magicians was silent. Through a stained-glass window shone a beam of bright red sunlight in which swam motes of sparkling dust. For a few moments they were the only things moving as Vonotar, the Guildmaster and the Elders remained in a frozen tableau. Vonotar's arms were outstretched, one index finger pointing accusingly at the Guildmaster, the other at the low gallery where the twelve Elders sat, their mouths agape in various expressions of horror and insult. The dusty banners of the Brotherhood of the Crystal Star hung motionless in the dank air.

The stillness was interrupted by a kitten. Small and grey, it scampered into the hall, jumped with some difficulty up the three steps to the throne of the Guildmaster, and began to rub itself appreciatively against his leg.

One of the Elders chuckled, and that broke the spell.



Vonotar seemed to swell in size. Always a big man, he now appeared twice life-size. His broad chest pressed against the fabric of his starred blue robe.

'You!' he shouted, pointing at the Elder. 'You find something to laugh about? I have studied the right-hand path of magic, and I know it is our only way to power.'

He moved his arm around until he was pointing at the kitten, which was now licking the Guildmaster's foot. 'Can you do this using the left-hand path?' he whispered. A flame shot from his finger to the kitten. The little animal collapsed into a pile of ashes.

Vonotar turned back to the Elders. 'Be warned,' he said. 'I could do that to any one of you. The magic of the right-hand path is much more powerful than that of the left. It can be used for killing as well as curing. If our Brotherhood is to achieve the power which it deserves—which it *needs*—we must be prepared to study the right-hand path!'

The Guildmaster looked at Vonotar with studied vagueness.

'Killing a kitten is a childish trick, and hardly worthy of you, Vonotar,' he said mildly. 'Perhaps you can use the right-hand path to restore the kitten to life?'

The rebel folded his arms and stared belligerently at his frost-haired Guildmaster.

There was another silence.

The Guildmaster had been appointed not just because of his magical prowess but also because he had a perfect sense of timing. After he had allowed the moment to hang long enough he smiled at Vonotar as a parent might at a child. Then he leaned forward to touch the small heap of ash at his feet. It stirred itself, and within an instant was a small grey kitten. The kitten clawed its way up the Guildmaster's robe and sat in his lap, where it settled and began to purr loudly.

'You see,' said the Guildmaster, 'our Brotherhood is not just about power, it is about power to save this world—all Magnamund—from the forces of evil. We eschew the right-hand path deliberately because, although the wise may use it with impunity the foolish may find themselves in the thrall of Naar, the King of Darkness.'

'Naar!' shouted Vonotar. 'You say that Naar is evil, but do you know that he even exists?'

'Yes,' said the Guildmaster quietly. He lowered the kitten gently to the floor. 'Even now his minions, the Darklords, are gathering their forces in Kaag. Their plan is to lead their forces eastward over the Dumcrag Mountains and conquer Sommerlund. Our land is to be put to the torch and the sword, our people to be tortured or murdered or enslaved. If you choose to use the right-hand path you will help all this to come about.'

Vonotar spat again. This time the Guildmaster looked pointedly at the place where the spittle had landed. His forehead wrinkled as he concentrated. The sunlight in the hall flickered. Where the spit had been there was now a small yellow rose-blossom.

'Evil,' said the Guildmaster, 'can be turned into Good, but only after a long and difficult struggle. To turn Good into Evil is far easier.'

He waved a finger in a leisurely way and the rose-blossom was once again a blob of spittle.

'Can you, Vonotar,' said the Guildmaster, 'transform the mark of your hatred and spit back into a blossom?'

The rebel looked at a gathering of Elders, and sneered. 'The right-hand path allows us to do anything,' he proclaimed pompously. From a pocket of his robe he pulled a short Y-shaped rod, which he pointed at the tiled floor where the spittle lay. His whole body tensed as he poured the full force of his magical knowledge into the rod. Crimson sparks surrounded his body and the air grew thick.

'Try as you will, Vonotar,' said the Guildmaster softly.

'Damn you,' muttered the rebel. The arteries of his face stood out in relief as he strained to summon up every last reserve of his right-hand powers.

There was a loud crack, as if one of the great stones of the walls had suddenly shattered. Vonotar half-collapsed from the abrupt release.

On the floor there was a tiny creature. No more than a fingerlength long, it sat there squatly. It wrinkled back its grey-green lips to reveal an array of blood-red teeth. Its eyes were as hard and soulless as adamantine.

Vonotar looked at his creation with revulsion. He glanced up at the Guildmaster, who allowed himself a small smile.

'What is . . . this?' said Vonotar.

'It is what you have been able to create from the sign of your hatred.'

'All that is ugly is not wicked,' countered Vonotar.

'True,' said the Guildmaster, 'and all that is wicked is not ugly. But do not allow your eyes or your mind to be deceived: just because something is ugly does not mean that it is *not* wicked.' He leaned forward to tickle the ears of the kitten. 'The creature you have brought into our hall is both ugly and wicked. Although it is so tiny, its bite is powerful enough to rip out the throat of the strongest of men. And you have no way of controlling it. It may choose to kill me, but it may equally choose to kill you, or any of the rest of us gathered here.'

The Elders shuffled uneasily in their seats.

'Vonotar, from hatred you have created Evil. That must always be the way for those who choose to follow the right-hand path. Make no mistake: Evil is powerful, and slow to die. Yet it can be conquered. Those on the side of Good need not have strength in order to defeat—they need only ability, agility, and the will to succeed in their cause. Watch carefully.'

The Guildmaster leaned forward again to the kitten, but this time he picked it up and settled it on his knees. He stroked its head, and its eyes closed as it released itself into the ecstasy of the moment. He ruffled the fur between its forelegs and it looked mildly annoyed. Then he whispered a few words in its ear. The kitten stood upright, and its tail began to flick. It stared intently at the loathsome little creature on the blue-and-silver mosaic floor. It leapt swiftly from the Guildmaster's lap and crouched by his feet.

The toadlike creature stared back. Its mouth opened again to reveal those razor-sharp teeth, and a luridly red forked tongue emerged. Clearly it was hungry, and equally clearly it saw the kitten as its next meal.

'Which side are you on, Vonotar?' breathed the Guildmaster dustily.

Vonotar did not reply. Like the Elders he was utterly motionless, watching in helpless fascination the contest that was about to begin.

'The cat is called Grey One,' said the Guildmaster. 'It is young, and it is not strong. Yet I pit it against your creature, and I know that it can win. Does your creature have a name? Surely!—the quiet voice held more than a touch of mockery—"that . . . that *thing* must have a name?"

'I give it no name,' muttered the rebel.

The kitten looked at him with contempt, sat up, and began studiously to wash its paw.

The creature on the floor suddenly scuttled forward towards its adversary, its horny claws rattling on the floor's stone tiles. Its breath was a high-pitched hiss.

The kitten wiped its damp paw over its head.

The creature pounced . . . and landed on the step where Grey One had been only an instant before. The kitten had moved like quicksilver, so that now it stood behind Vonotar. While the small monster looked this way and that in perplexity, its forked red tongue anxiously probing the air, Grey One leapt up on to Vonotar's back and rapidly scrambled up to his shoulder.

'What the—' stuttered Vonotar

The kitten nuzzled its cheek against his ear and started, once more, to purr.

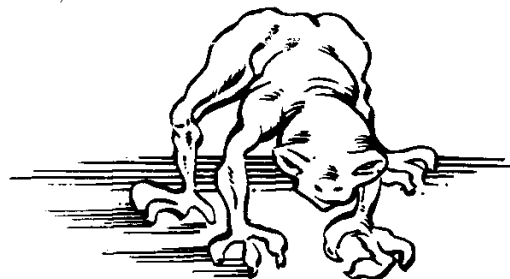
The magician accepted the affection for a few moments, and then came to a decision. Abruptly he walked the few paces necessary to reach the steps to the Guildmaster's throne and stamped down once, twice, three times on the monster he had brought into existence. Then he brought his leonine head forward to glare into the Guildmaster's eyes.

'You say I flirt with Evil,' he shouted, his voice echoing away through the vaults of the huge hall, 'and yet, as you can see, I allied myself with the kitten. We can use the right-hand path for Good, I tell you! Without it we can never gain supreme power, and without supreme power we can never bring the world to its senses!'

The Guildmaster seemed to ignore this tirade.

'Who killed your little monster, Vonotar?' he sighed.

'I did, of course!'



'No. The kitten did. Grey One used you as a weapon just as you might use an arrow to kill a Giak. The kitten knows more about the difference between Good and Evil than you do, my friend. Oh, yes,'—the Guildmaster held up a hand to ward off the torrent of words that threatened to issue from Vonotar's lips—'you are a man of great learning, and all of us respect you for that. But your learning has been at the cost of your wisdom. My kitten has read no books and discovered no spells, yet it recognized Evil and, even though it was weak, understood immediately how to deal with it.'

Vonotar tried to say something, but from the flurry of expressions chasing each other across his face it was obvious that the chaos in his mind was beyond words.

'Grey One is my gift to you,' said the Guildmaster, and this time there was not a trace of taunting in his smile. 'Let the kitten be your mentor the next time you desire to follow the Right Hand Path.'

At last Vonotar found words.

'I reject your gift!' he thundered. 'I killed the creature! It was I who saw it as the incarnation of Evil. Just because I practise the Right Hand Path doesn't mean that I'm not on the side of Good.'

'So Good conquers Evil through the stamping of your foot,' said the Guildmaster sadly. 'Vonotar, lift that foot.'

The rebel obeyed, and then looked down.

Crushed on the hard stone step lay the remains of a yellow rose-blossom.



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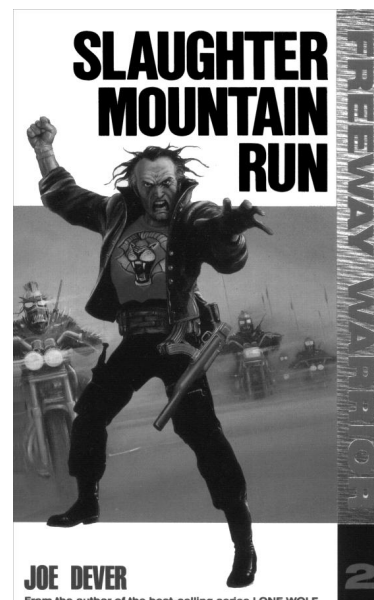
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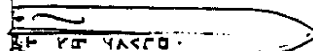
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## LONE WOLF CLUB COMPETITION RESULTS



This issue we list the winners & runners-up to three recent Lone Wolf Club competitions:

### The Masters of Darkness



WINNER:  
RUNNERS-UP:

**BRIAN DALTON** of LEICESTER  
**GEORGE CAYLEY** OF LONDON W7  
**FIONA COLLINSON** of SCOTLAND  
**SIMON PICKERING** of MOSTON

PRIZES: 1<sup>st</sup>: Casio H7 Solar Calculator  
R-U: Lone Wolf T-shirts

ANSWERS: 1. Aieta Nematah  
2. Jen  
3. Khat  
4. The Plain of Guakor  
5. Vault of Sedron  
6. 30 feet  
7. Haagadar  
8. They painted their faces and  
armour with magical runes  
9. The Grand Sepulchre of Tolakos  
10. Acorn-shaped

WINNER: **LAWRENCE SMITH** of POOLE

RUNNERS-UP: **SUSAN MAN** of LONDON N2  
**JOHN POPKIN** of RAINHAM  
**JOHN RIMELL** of SPALDING

PRIZES: 1<sup>st</sup>: Optex Starshot 35mm Camera  
R-U: Lone Wolf T-shirts

ANSWERS: 1. Externment Chamber  
2. Transfusers  
3. Ore Transporter / 'Stone Taker'  
4. Xog  
5. Red-finned sea carp  
6. Nebora  
7. Electricity  
8. Xog & Taktaal

### The Prisoners of Time



## KAI STORY COMPETITION

The winners of the Kai Story Competition featured in Newsletter No. 9 were:

Under 11s: "The Grand Master who thought he was a Koura-tas-Kai"  
by **Matthew Tiller** aged 9

12s to 14s: "Power, Darkness & Death"  
by **David Spillman** aged 14

Over 15s: "Countdown to Death"  
by **James Tipp** aged 18

Congratulations to Matthew, David and James, each of whom receives Sheaffer Calligraphy Gift Sets. The winners will have their stories published in the Club Newsletter, beginning this issue with Matthew Tiller's tale of a would-be Koura-tas-kai (see pages 6/7).

# KAI GRAND MASTER CLUB COMPETITION

This issue's competition consists of 12 questions, the answers to which can be found in all twelve Lone Wolf gamebooks. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, rank, address and age, and send the completed form (or a neat photocopy) to the club c/o the address shown below.

All entries must be submitted no later than 28<sup>th</sup> February 1989. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 3<sup>rd</sup> April 1989.

**THE PRIZES:** The first correct entry, drawn at random from all those received by the closing date, will win a signed copy of the original manuscript of 'Eclipse of the Kai'—the first of the forthcoming 'Legends of Lone Wolf' novels. The next three correct entries will win a Lone Wolf T-shirt.

1. Name the bridge where Crown Prince Pelathar died.  
.....
2. By what name does Gashgiss know the Helghast?  
.....
3. Name the island situated 150 miles northwest of Ljuk.  
.....
4. Who were the troubadours Lone Wolf met on the Ruanon Pike?  
.....
5. What colour is Vordak blood?  
.....
6. Name the Salonese prince who stole the Lorestone of Varetta.  
.....
7. Name the Slaver of Gzor.  
.....
8. Who is Lord Constable of the Royal Citadel of Talestria?  
.....
9. What do the poor peasants of Anari use to fuel their campfires?  
.....
10. What are the first names of the brothers Jarel?  
.....
11. Name the horse-like creatures used by the Ookor.  
.....
12. What kind of troops guard the gates of Argazad?  
.....

NAME..... KAI RANK.....

ADDRESS.....

.....

.....

..... POSTCODE..... AGE..... T-SHIRT SIZE.....

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21 August 2009

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